

I CLAIM:

1. A method of setting up pools and wagering points on sporting events, the method comprising the steps of:

providing at least one server;

providing an asynchronous packet switched digital data network, the digital data network being in communication with the server;

utilizing a plurality of computers which are in communication with the packet switched digital data network;

associating each of the plurality of computers with a user;

a user accessing the server via the asynchronous packet switched digital data network, via the user's computer;

the server assigning the user to a given pool so that the pool includes a plurality of users designated as being associated therewith;

the server causing a pick screen to be displayed to the user on a display of the user's computer;

the pick screen enabling the user to browse through a plurality of different sporting events and review odds and over/under lines on the different sporting events;

the user utilizing the pick screen in picking a sporting event and wager a number of points on the sporting event by way of at least one of a straight pick, a tease pick, a parlay pick and a reverse pick;

the user submitting the pick made in said picking step to the server;

the server causing the results of the pick to be displayed to the user via the packet switched digital data network at a point in time after the sporting event of said picking step has been completed; and

the server causing results of picks made by other users in the pool to be displayed to the user via the packet switched digital data network at a point in time after the sporting event of said picking step has been completed.

2. The method of step 1, wherein the recited steps are performed in the order in which they are recited.

3. The method of claim 1, further comprising the step of the server invalidating or not accepting picks from a given user that represent duplicates of another pick already made by the given user.

4. The method of claim 1, further comprising the step of the server invalidating or not accepting picks from a given user after the given user has made a predetermined number of picks within a predetermined time period.

5. A system for setting up pools and wagering points on sporting events, the system comprising the steps of:

at least one server;

an asynchronous packet switched digital data network, the digital data network being in communication with the server;

a plurality of computers which are in communication with the packet switched digital data network;

each of the plurality of computers associated with a user;

means for enabling a user access the server via the asynchronous packet switched digital data network, via the user's computer;

the server including means for assigning the user to a given pool so that the pool includes a plurality of users designated as being associated therewith;

the server further including means for causing a pick screen to be displayed to the user on a display of the user's computer;

the pick screen enabling the user to browse through a plurality of different sporting events and review odds and over/under lines on the different sporting events;

means for enabling the user to utilize the pick screen in picking a sporting event and wager a number of points on the sporting event by way of at least one of a straight pick, a tease pick, a parlay pick and a reverse pick;

means for enabling the user to submit the pick made in said picking step to the server;

the server including means for causing the results of the pick to be displayed to the user via the packet switched digital data network at a point in time after

the sporting event of said picking step has been completed; and

the server further including means for causing results of picks made by other users in the pool to be displayed to the user via the packet switched digital data network at a point in time after the sporting event of said picking step has been completed.